

**In the Specification:**

The paragraph beginning on page 12, line 17 is amended as follows:

It is important to note that while the present invention has been (and will continue to be) described in the context of a fully functional computer system, those skilled in the art will appreciate that the mechanisms of the present invention are capable being distributed as a program product in a variety of forms, and that the present invention applies equally regardless of the particular type of signal bearing media used to actually carry out the distribution. Examples of signal bearing media include: (a) recordable type computer readable media such as floppy disks (*e.g.*, disk 180), hard disks and optical disks (*e.g.*, compact disks), and (b) transmission type media such as digital and analog communication links, including wireless communication links.

The paragraph beginning on page 10, line 26 is amended as follows:

Also shown in FIG. 1 is server 190, which is connected to system 100 through network interfaces 182 and ~~160~~ 165. Only the most salient parts of server 190 have been shown in FIG. 1. These parts are main memory 192, operating system 194, server program 196, image prioritization editor 198 containing an image 197, image interpreter 184, and simulation browser 186 containing another image 187. Server 190 in this example contains both server capability, for sending files, and prioritization editing capability, for allowing someone to select portions of an image file, assign priorities to these portions, and save the file in an image format that supports prioritized images.

The paragraph beginning on page 21, line 22 is amended as follows:

An example graphics file, which contains a prioritized image, is shown in FIG. 5.

Prioritized file 500 begins with a header 510. Header 510 contains data used to indicate the type of file format, compression being used, size of file, etc. Each file format will generally require a different header ~~520~~ 510. After header 510 is the location 520 of the highest priority image. As explained above in reference to FIG. 2, this location will usually be a relative location from a particular starting point in a graphics file. However, it could be any other location able to place the image portion on a screen. Next, the highest prioritized image portion, after compression or interlacing, is placed in location 530. The second-highest priority image portion is then placed in locations 540 and 550 by placing the location 540 and data 550 into the file. This continues until the lowest priority portion of the image is placed into the file in locations 560 and 570.

The paragraph beginning on page 22, line 11 is amended as follows:

Referring now to FIG. 6, a method 600 is shown for converting a marked, prioritized file into a graphics file format. When a file is saved in a particular file format, exemplary method 600 may be used to store the file in a prioritized manner similar to that shown in FIG. 5. Essentially, method 600 can occur as step 260 of method 200, but method 600 may be used any time a prioritized image file[[s]] would be saved. Method 600 starts in step 610 when header information is placed into the file. This step will generally be performed because most file formats require some type of header. This step can also include placing location information (such as location information 510) or other needed information about the portion into the file. Next, the highest priority portion of the image is read in step 620. This could occur by reading

the image from disk or memory. If this portion will be compressed (step 630 = YES), then image interpreter 126 (or image interpreter 184) will determine if the image portion is exactly compressible in the image format chosen. Some image formats, in particular JPEG, only can compress certain sizes or blocks of image data. If the image size is not exactly compressible (step 640 = NO), then the prioritized portion is slightly enlarged or shrunk so that it is exactly compressible. For instance, if JPEG compression is being used and JPEG requires 10 by 10 blocks, but the image designer has marked a 10 by 8 block, then this block will be increased to 10 by 10.

The paragraph beginning on page 23, line 8 is amended as follows:

Method 600 can be adapted to support a wide variety of graphics file formats. In particular, method 600 can be adapted to support interlacing or interleaving. To support interlacing, a step ~~623~~ can be added between steps 620 and 630 to test if interlacing is required. If interlacing is not required, then steps 630, 640, etc. could continue normally. If interlacing is required, another step ~~625~~ between steps 620 and 630 could interlace the image portion. The compression steps would then compress the interlaced drawing. Each line would be compressed in this manner, and all compressed lines, in order of interlacing, could be placed into the graphics file. In this manner, each higher priority of the image will be located closer to the beginning of the file, and each portion of the image will be interlaced and compressed. When such an image file is received, it is important that the browser or image viewer not write over the portions of the image already received.